TSR

MARVEL SUPER HEROES™ ADVENTURE

1 ON 1™

THE DOOMSDAY DEVICE

ADVENTURE GAMEBOOKS

by James M. Ward

A ONE-ON-ONE™ Adventure for two players

MARVEL SUPER HEROES
ADVENTURE GAMEBOOK

THE ON 1

...IN THE FUTURE, NO MONSTERS...

The FANTASTIC FOUR™ VS DOCTOR DOOM™ is The Doomsday Device

James M. Ward

TSR, Inc.

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MARVEL SUPER HEROES™ ADVENTURE

1 ON 1™

THE DOOMSDAY DEVICE

FANTASTIC FOUR™ VS DOCTOR DOOM™

You are REED RICHARDS™ and the FANTASTIC FOUR™

James M. Ward

A ONE-ON-ONE™ Adventure for two players

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Attacker
1	X	–	D	0	X	X	0	0	2X	D	–	X	X	X	0	0	0	0	0	X	1
2	X	X	–	0	0	X	D	D	0	2X	X	D	–	D	X	X	X	–	D	D	2
3	D	X	D	–	X	D	0	X	0	–	2X	D	X	X	X	X	D	D	X	0	3
4	D	X	D	X	–	X	0	X	0	D	0	2X	–	D	X	D	X	0	X	X	4
5	X	D	X	0	X	–	X	D	0	0	X	X	2X	X	X	0	X	–	D	0	5
6	D	X	D	0	X	X	–	D	X	X	–	D	D	D	2X	D	X	0	D	0	6
7	X	D	0	X	X	0	X	–	X	D	X	–	D	D	D	2X	D	X	0	0	7
8	X	X	D	0	X	X	D	0	–	X	X	D	–	D	X	X	2X	D	X	0	8
9	D	X	0	X	D	D	X	D	X	–	D	X	X	–	D	X	X	2X	D	X	9
10	D	X	D	X	D	D	X	D	X	–	D	X	X	X	–	D	X	X	2X	D	10
11	X	D	0	X	X	D	X	0	2X	D	–	X	X	D	X	–	D	X	0	X	11
12	X	X	–	X	0	X	D	0	X	2X	X	D	–	D	X	X	–	D	X	0	12
13	D	X	D	–	X	0	D	X	D	–	2X	D	X	X	–	D	X	X	D	X	13
14	D	X	D	X	–	D	X	D	X	0	D	2X	–	D	X	D	–	D	X	0	14
15	X	D	X	0	D	–	D	X	X	D	0	D	2X	–	D	X	D	–	D	X	15
16	D	X	D	0	X	X	–	D	X	X	0	D	D	2X	D	X	D	D	–	D	16
17	X	X	D	X	X	D	X	–	D	X	X	D	D	D	2X	D	–	X	D	X	17
18	X	X	D	X	X	D	X	D	–	D	X	X	D	D	D	2X	X	–	D	X	18
19	X	X	D	0	D	D	X	D	X	–	D	X	X	D	D	D	2X	X	–	D	19
20	X	X	X	X	0	0	X	0	X	D	–	D	X	X	D	X	D	2X	D	–	20
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

Instructions for handling combat, see page 7

Definition of Terms:

X = **hit.** A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon.

0 = **miss.** A miss means attacker does not cause damage this time.

2X = **double hit.** Defender loses double the damage from attacker's weapon.

– = **"Special"** Refer to SPECIALS TABLE for your characters. See page 157

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	X	–	0	0	X	X	0	X	0	2X	0	–	X	X	X	0	X	0	D	X	1
2	X	X	–	X	0	X	0	0	0	X	2X	X	0	–	X	0	X	X	X	0	2
3	0	X	0	–	X	X	0	0	X	0	–	2X	0	X	X	X	X	0	0	X	3
4	0	X	0	X	–	0	X	X	0	X	0	0	2X	–	0	X	0	X	0	X	4
5	X	0	X	0	0	–	X	0	0	0	X	X	X	2X	X	X	0	X	–	D	5
6	X	0	0	X	X	–	D	X	X	–	D	0	0	2X	0	X	0	0	D	–	6
7	X	0	X	X	0	X	–	X	0	X	X	0	0	–	0	2X	0	–	X	0	7
8	X	X	0	0	X	X	0	–	D	X	0	X	0	0	–	0	2X	X	–	X	8
9	D	X	0	0	0	0	0	X	–	X	0	X	0	0	0	–	0	0	2X	–	9
10	0	X	0	X	0	0	X	0	X	–	0	X	–	X	X	0	X	2X	0	X	10
11	X	–	0	0	X	X	0	X	0	2X	0	–	X	X	X	0	X	0	0	X	11
12	X	X	–	X	0	X	0	0	0	X	2X	X	0	–	0	X	X	X	0	0	12
13	0	X	0	–	X	X	0	X	0	–	2X	0	X	X	X	0	X	0	0	X	13
14	0	X	0	X	–	0	X	X	0	X	0	0	2X	–	0	X	0	X	0	X	14
15	X	0	X	0	0	–	X	0	0	0	X	X	X	2X	X	X	0	X	–	D	15
16	0	X	0	0	X	X	–	0	X	X	–	0	0	0	2X	0	X	0	0	X	16
17	X	0	0	X	X	0	X	–	X	0	X	0	0	0	0	2X	0	–	X	0	17
18	X	X	0	0	X	X	0	0	–	0	X	0	X	0	0	0	0	2X	X	–	18
19	0	X	0	0	0	0	0	0	X	–	X	0	X	0	0	0	0	0	2X	–	19
20	D	X	0	X	X	0	0	X	0	X	–	0	X	–	X	X	0	X	D	X	20
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

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TSR 11 ADVENTURE GAMEBOOKS

THE FUTURE OF NEW YORK IS IN YOUR HANDS!

Inside is a two book fo two players. One of you becomes the crowned scientist and would be world conqueror DOCTOR DOOM.* The other plays Doom's arch rival in the MARVEL UNIVERSE* REED RICHARDS* and the FANTASTIC FOUR*

If you play the part of the brilliant super villain Doctor Doom your objective will be to make New York a has been on your way to taking over Florida—and the world

If you play the part of the Fantastic Four your goal will be to make Doctor Doom and his doomsday device look like amusements from Coney Island

Everything you need to play is provided two books Combat Table and Character Sheets No dice are required All you need is a healthy supply of luck and two pencils

PLAY ANYTIME, ANYWHERE, MANY TIMES!

The game is different every time you play but your well-being is always at stake in THE DOOMSDAY DEVICE

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